

PC Coaches Lincoln Pool League

KNOCKOUT RULES & GUIDELINES

(FULL VERSION)

KNOCKOUT ENTRIES

Only registered league players may enter the various Knockout competitions as detailed on the league entry forms: Lincoln Singles, Blackball Singles, Ladies Singles, Senior Singles, Scotch Doubles and Team Knockout. Entries are accepted on a first come first served basis subject to a maximum of 128 players per event. Late Knockout entries to fill byes may be accepted prior to publication of the 1st round draw sheet. All entry fees are payable in cash only, entries submitted without the correct fees will not be accepted. In the event of an entry being unsuccessful all fees would be refunded. There will be no refunds issued to players withdrawing or expelled once their entry has been accepted and the 1st Knockout draw has taken place. Players must play their home Ko matches from the venue they registered from on the entry form, unless special circumstances apply, or Ko Secretary permission is granted for a change of venue. Players will be expected to play in at least a third of their registered teams league matches to be eligible to play in the Knockout competitions, unless exceptional circumstances apply. Failure to compete in league matches may result in expulsion from all knockout competitions.

KNOCKOUT DRAWS

The Knockout competitions will be re-drawn round by round, and all Knockout draws will be posted on the league website: www.lincolnpool.co.uk and on its social media pages. Players and venues may also receive copies of the draw sheets via Email, WhatsApp & Messenger. Paper copies of the draws are not circulated to venues, except for the 1st rounds only. Venues are required to print off and display a copy of the latest draw sheet and knockout rules for their players. Summarized competition rules and guidelines will be detailed on all draw sheets with the full version of the rules available to view and download on the league website. Closing dates must be strictly adhered to. Please should always check the league website for the most up to date Knockout draws as byes may be filled & matches changed subject to printing errors or omissions.

ARRANGING MATCHES

Both parties must make contact within 7 days of release dates to arrange matches. If players can't mutually agree a suitable date then the home players must supply 3 match dates, not all can be in the same week or the same nights, and only one can be a weekend.

Match times to be proposed by the home venue player, but weekday matches (Monday to Friday) may only be arranged for evenings only (7pm – 9pm) unless both players mutually agree a daytime or different start time. Failure to make contact by either player, or failure to follow all rules and guidelines will result in elimination. Please note that just telephoning venues and asking for opponents does not constitute contact, please leave your contact details and match dates in writing, on social media or contact opponents directly.

Should either party fail to attend or not arrive and be ready to play within 30 minutes of the agreed start time, then the non-offending party may submit a claim for the match.

All Ko rounds up to and including the semi-finals are to be played at the home players venue as drawn.

The home players are responsible for the availability, cost and preparation of the home venue match table.

In all League and Knockout competitions only 7' x 4' tables, with 2" red and yellow balls (see rule 14) are permitted to be used for matches.

In the interest of sportsmanship please be tolerant towards players who may work shifts, play on another night or be on holidays during the season, and try to be flexible on dates and times of matches.

No extensions past the closing date will be granted except in very exceptional circumstances only and where all Knockout rules have originally been followed. Extensions will not be granted for longer than 7 days after the closing date, and no players will be granted more than one across all competitions during a season. Requests for extensions cannot and will not be accepted on or after the advertised closing date.

Holidays, non-contact and ignorance of the knockout rules and guidelines are not exceptional circumstances.

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SINGLES & SCOTCH DOUBLES KNOCKOUT COMPETITIONS

Lincoln Singles, Seniors Singles and Ladies Singles matches are to be played over the best of 7 frames up to and including the semi-finals, and Finals are to be played over the best of 9 frames.

Doubles Knockout matches are best of 5 frames up to and including semi-finals, Final is best of 7 frames.

Blackball Singles matches are best of 9 frames up to and including semi-finals, Final is best of 11 frames.

Toss of a coin (or lag if both players prefer) for first break, alternate breaks thereafter.

In Scotch doubles both players must alternate breaks, the same player cannot break every time.

Doubles players must not confer when it is their turn at the table, and must not coach or advise whilst either player is in control of the table, except following the break when players may only confer regarding choice of colour group, or while it is still an 'open table' (see league rule 3k).

TEAM KNOCKOUT

Team Knockout matches are played over the best of 9 frames, consisting of a 4-man scotch team frame, 2 scotch doubles frames, another 4-man scotch team frame, and 4 singles frames, to be played in that order. If the scores reach 4-4 then a final deciding scotch team frame is played, toss of coin (or lag if both players prefer) for break. Teams may play with between 4 and 12 registered team ko players.

Away teams to fill in the result sheet first and submit it to the home team's captain for pairing. Once a result sheet is filled in the players and playing order cannot be altered without the opposing captains permission.

Home teams break first, alternating breaks thereafter, as indicated on the result sheets.

Scotch Doubles and Scotch Team players may not coach or advise the player at the table, except following the break when players may only confer regarding choice of colour group, or while it is still an 'open table'.

Teams entering by ticking the 'As Per Registered League Team' box may play any registered players listed for their team. New players registered for the league team will be eligible to play in the team ko subject to players not having been registered or played for another team.

Teams entering by listing their players may play only the players that they list, provided they are all registered for a current league team. To add new players teams must contact the Ko Secretary, and any proposed new players must first be registered for a current league team. New team ko player registrations will incur a £5 fee

In all instances any players removed from their current league team or expelled will no longer be eligible. No new player registrations will be accepted after the semi-finals have been played.

FINALS

The finals of all Knockout competitions will be played at specially selected venues on specific dates and times as designated by the committee, and match referees will be appointed.

Should players mutually wish to change a specified final date they must obtain approval from the Knockout Secretary. The committee will not be responsible for venues, tables and match referees if original arrangements are altered without approval.

RESULTS & CLOSING DATE

Match results are the responsibility of the winners and can be submitted in either of 2 options -

- 1) By text or WhatsApp to 07765 662647,
- 2) By email to: kosecretary@lincolnpool.co.uk

Please include player names, competition, and match result in frames.

* For Team Ko matches please send a clear and legible copy of the whole result sheet via email or WhatsApp in accordance with league rule A11.

Results and Claims must be received within 48 hours of the advertised closing date for each round, which is clearly displayed on all Knockout draw sheets and on the league website.

Failure to submit a result or claim on time will result in automatic elimination from competitions.

** Playing matches on live streams, posting results on Facebook or playing against or in front of committee members does not mean you don't have to submit the result yourself.

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CLAIMING A MATCH

Claims can be made by the non-offending players stating why the match is being claimed such as 'failure to show up' or 'no reply to contact' and giving as much supporting facts and evidence as possible i.e., dates and times of contact, when and with whom messages left, when match was arranged for etc. Players must have attempted to make contact and complied with all the rules and guidelines to submit a valid claim.

If both parties claim a match the committee will decide the outcome and may set a date and time on which the match must be played, failure to attend by either party would result in elimination.

All claims must be submitted as per match results above.

SCOTCH DOUBLES

Scotch doubles are played as per the normal game and league rules, but partners take alternate shots each time a ball is played or potted, even after the break or when 2 shots are granted.

Example: If you're in a pair with Peter, and you pot a ball, your visit continues, but Peter takes the next shot. You and Peter continue to alternate shots until either player misses. At this point the other pair's visit begins. If players do not alternate with their partner or play out of turn this will be a foul and 2 shots to the opposing pair, with normal foul rules applying.

Coaching: Doubles players must not confer when it is their turn at the table, and must not coach or advise whilst either player is in control of the table, except following the break when players may only confer regarding choice of colour group, or while it is still an 'open table' (see league rule 3k).

In Scotch doubles matches players must alternate breaks, the same player cannot break every time.

SCOTCH TEAM FRAME

Same rules as per Scotch doubles except 4 team players alternate instead of 2 doubles players.

LAGGING PROCEDURE

Balls should be of equal size and weight. Ideally use two cue balls, but when unavailable two object balls.

With 'ball in hand' behind the baulk line, one player to the left and one to the right of the table, balls are struck simultaneously towards the top cushion to return as close as possible to the baulk cushion. The player whose ball comes to rest closest to the edge of the baulk cushion wins. It is automatic loss of lag if a ball

(a) Crosses into the opponent's half of the table (b) Fails to contact the top cushion (c) Drops into a pocket (d) Jumps from the table (e) Touches a side cushion (f) Comes to rest on the playing surface within the area of a pocket past the nose of the baulk cushion.

Players will lag again if both players fall victim to automatic loss of lag rules or the referee is unable to determine which ball is closer.

EXCEPTIONAL & UNUSUAL SITUATIONS

Where a situation arises that is not covered by the Knockout rules, League rules or Administrative rules the committee will make an absolute and final decision and reserve the right to negate any rules if exceptional circumstances prevail.

MISC

All Knockout competitions must be completed before the seasons league presentation evening.

Any players expelled from the league or found to be not registered and playing for a league team will be withdrawn from all ko competitions, no entry fees would be refunded.

Any players with outstanding fines or entry fees will not be eligible for any prize money won.

No concessions are made for players banned from or refused entry to venues for whatever reason, including age.

Unless otherwise stated above, normal league rules and administrative rules apply.

The committee's decision in all matters is final.

CONTACT

For all Knockout enquiries please contact the Knockout Secretary on 07765 662647 (text & WhatsApp) or via email: kosecretary@lincolnpool.co.uk